

## SAMPLE ARMIES

[ ]= Commanders Fatigue Level (*The remaining number of combat units*)  
( )= Army Moral Break Point (*Total of all units and Commanders Destroyed*)

### 30 Point Game 1864

**CSA:** Good CinC + Baggage (12)  
Arty, Poor Cdr, 1 x LR  
Cav Bde, Ave Cdr, 4 x Cav (2 Vet) [2]  
1st Inf Bde, Good Cdr, 5 x Inf (4 Vet) 1 x Vet SS, 1 x MS [3]  
2nd Inf Bde, Ave Cdr, 4 x Inf (2 Vet, 1 Raw) 1 x VetSS [2]  
3rd Inf Bde, Poor Cdr, 4 x Inf (2 Raw) [2]

**USA:** Good CinC + Baggage (13)  
Arty Bde, Poor Cdr, 2 x LR  
Cav Bde, Ave Cdr, 4 x Cav (1 Vet) 1 x HA(LR) [2]  
1st Inf Bde, Good Cdr, 4 x Inf (2 Vet, 1 BLR) 1 x Vet SS(BLR) [2]  
2nd Inf Bde, Ave Cdr, 4 x Inf (1 Vet, 2 Raw, 2 BLR) [2]  
3rd Inf Bde, Poor Cdr, 4 x Inf (2 Raw) [2]  
4th Inf Bde, Ave Cdr, 3 x Inf (2 Raw) [1]

Note: 4 of the Union BLR are free and 2 CSA Vets are Free.

### 30 Point Game 1863

**CSA:** Good CinC + Baggage (12)  
Arty Cdr Poor, 1 x LR  
Cav Bde, Good Cdr, 3 x Cav (2 Vet) [1]  
1st Inf Bde, Good Cdr, 4 x Inf (3 Vet, 2 Musket) 1 x MS, 1 x SS [3]  
2nd Inf Bde, Ave Cdr, 4 x Inf (1 Raw) 1 x MS, 1xSS Vet [3]  
3rd Inf Bde, Ave Cdr, 4 x Inf [2]

**USA:** Ave CinC + Baggage (13)  
Arty Bde, Poor Cdr, 2 x LR  
Cav Bde, Ave Cdr, 4 x Cav (1 Vet) 1 x HA(LR) [2]  
1st Inf Bde, Good Cdr, 4 x Inf (1 Vet, 1 Musket Irish\*) 1 x VetSS(BLR) [2]  
2nd Inf Bde, Ave Cdr, 6 x Inf (4 Raw, 1BLR) [3]  
3rd Inf Bde, Poor Cdr, 4 x Inf (1 Raw, 1 Musket, Bucktails\*) [2]

Note: The Good rating is a free upgrade for the CSA CinC.

\*Irish Close Combat as Vet, Bucktails Fire as Vet (*to compensate one CSA unit*

*is upgraded to Vet*).

*For smaller games (22 Points) deduct both Cav Bde's and the CSA Arty Bde.*

*For an Attack/Defence Game, deduct the defenders 3<sup>rd</sup> Inf Bde.*

### 20 Point Game 1861

**CSA:** Ave CinC + Baggage, 1 x Vet Cav (11)  
1st Bde, Good Cdr, 6 x Inf (5 Raw, 3 Musket) 1 x How, 1 x SS Raw [4]  
2nd Bde, Ave Cdr, 6 x Inf (5 Raw, 5 Musket) 1 x Cav, 1 x LS [4]  
3rd Bde, Poor Cdr, 6 x Inf (6 Raw, 4 Musket) 1 x LS [3]

**USA:** Ave CinC + Baggage, 1 x MR (11)  
1st Bde, Ave Cdr, 6 x Inf(4 Raw,2 Musket) 1 x SS Raw, 1 x Cav, 1 x LR [4]  
2nd Bde, Ave Cdr, 6 x Inf(6 Raw, 3 Musket) 1 x LS [3]  
3rd Bde, Poor Cdr,6 x Inf(6 Raw, 4 Musket) 1 x LR [3]

Game Sequence:

**Turn 1 : Cav Bde arrives (or 1 x Bde in 1861).**

**From Turn 3 : on D6 each Turn ; 4,5,6 = 1 x Bde arrives.**

**CinC enters with first Inf Bde also Arty at rear.**

**Arriving Brigades have 3 x CAP's on initial Turn.**